



# Delay Efficient Act Module Implementation Using VLSI Arithmetic Circuits

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**Abstract:** Lately, an arithmetic transform way of the computation from the DCT, known as the arithmetic cosine transform was suggested. However, the requirement of non-uniform samples could be satisfied when spatial input signals are thought. Particularly, the eight-point DCT and its variants, by means of fast algorithms, continues to be broadly adopted in a number of image and video coding standards for example JPEG, MPEG-1/2, and H.261-5. The typical percentage error and PSNR were adopted as figures of merit to evaluate the measured results. It's the initial step towards new information on low power and occasional complexity computation from the DCT by way of the lately suggested ACT. We advise Architecture II that implements the novel modified ACT formula for DCT calculation of arbitrary, non-null-mean input signals, using 11 hardware multiplications. Both architectures require only non-uniformly sampled inputs. The designs are fully pipelined by cautious insertion of registers at internal nodes, resulting in low critical path delay at the expense of latency. The decrease in the input word-length  $L$  degrades the outcomes provided by the considered figures of merit. However, for small word-lengths, the errors incurred are tolerable for many applications. Precision from the is a result of Architectures I and II were tested with different values of  $L$  by utilizing average percentage error and peak signal to noise ratio as figures of merit. Adopted figures of merit employed the DCT coefficients calculated in the floating point implementation from the DCT obtainable in Matlab as reference.

**Keywords:** VLSI Design; Arithmetic Cosine Transform; Discrete Cosine Transform; Fast Algorithms;

## I. INTRODUCTION

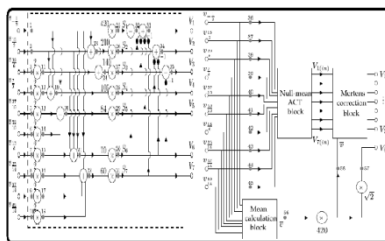
The ACT formula is appropriate for calculating the eight point DCT coefficients exactly only using adders and integer constant multiplications, also with low computational complexity. This can lead to designs with low computational complexity. Lately suggested fast formula arithmetic cosine transform (ACT) calculates the DCT exactly only using additions and integer constant multiplications, with really low area complexity, for null mean input sequences [1]. The AFT enables multiplication-free calculation of Fourier coefficients using number-theoretic methods and non-uniformly sampled inputs. The suggested Architecture I am made to require only additions and multiplications by integers. Thus, no supply of intrinsic computation error exists, for example rounding-off and truncation. Therefore, area consuming hardware multipliers aren't necessary. The suggested architecture I and II are synthesized for application specific integrated circuits while using Pedal rotation RTL Compiler for 45 nm technology. We highlight the suggested Architecture I has got the distinct benefit of getting exact computation. Observe that the adder count likewise incorporate the adders needed for that Booth encoded structures. Ideally, a good comparison requires all implementations to become of the identical process, operating frequency, and offer current [2]. However, the printed literature contains different technology and operational conditions. Within this paper we address two

primary problems: (i) the proposition of a means to have the mean worth of confirmed input signal from the non-uniform samples as prescribed through the ACT and (ii) the development of efficient architectures for calculation from the eight-point DCT in line with the ACT, operating on non-uniformly sampled data only.

## II. IMPLEMENTATION

We implemented both architectures described in the last section. These architectures were tested on Xilinx Virtex-6 XC6VLX240T FPGA while using walked hardware co simulation feature in ML605 evaluation platform [3]. A specific type of fast algorithms is constituted through the arithmetic transforms. An arithmetic transform is definitely an formula for low-complexity computation of the given trigonometric transform, according to number-theoretical results. Typical fast algorithms for pretty much-exact computation of DCT require floating point arithmetic, are multiplier intensive, and accumulate round-off errors. It may be discovered that in stator current decomposition, just the positive sequence component is needed. This is extremely helpful used, because the negative sequence component is comparatively smaller sized in contrast to the positive sequence component, resulting in the less accurate extraction from the negative sequence and therefore deteriorated performance [4]. It's worth mentioning the electromagnetic torque under unbalanced network may also fluctuate because of the existence of

oscillating terms. Lately suggested fast formula arithmetic cosine transform (ACT) calculates the DCT exactly only using additions and integer constant multiplications, with really low area complexity, for null mean input sequences. The AFT enables multiplication-free calculation of Fourier coefficients using number-theoretic methods and non-uniformly sampled inputs. ACT architectures for null mean inputs and for non-null mean inputs are suggested, implemented and tested on Xilinx Virtex-6 XC6VLX240T FPGA. You should observe that the of  $r$  aren't always integer. Actually, they're likely to be fractional. When the signal of great interest has zero mean, then your ACT formula may be used to calculate the DCT coefficients. The wind turbines might be disconnected within the distorted network to guard themselves from over currents and overvoltages, which, however, is generally not allowed with the latest grid codes. Therefore, better steady-condition performance that has been enhanced dynamic response could be acquired [5]. An unbalanced three- phase system could be decomposed to 3 balanced symmetric three- phase system, i.e., the zero sequence, positive sequence, and negative sequence. Consequently, the stator current and also the current under unbalanced network could be expressed using positive sequence components and negative sequence components. There are many control approaches for the DFIGs under unbalanced grid current conditions. Since uniform samples aren't available,  $v$  ought to be directly calculated from non-uniform samples. Methods are widely-used to furnish two novel low complexity architectures, which take only non-uniformly sampled inputs [6]. The eight-point null mean ACT block admits the ten non-uniformly sampled inputs. Observe that calculation from the DCT coefficients while using null mean ACT block may also be achieved by subtracting the mean  $v$  from the inputs. Computation complexity of both Architecture I and Architecture II are listed when it comes to constant multipliers and 2-input adders.



**Fig.1. Proposed system architectures**

### III. CONCLUSION

The ACT may also be computed non-exactly for just about any input sequence, with low area complexity and occasional power consumption, using the novel architecture described. However, like a trade-off, the ACT formula requires 10 non-

uniformly sampled data suggests calculate the eight-point DCT. All circuits are physically implemented and tested while using Xilinx XC6VLX240T FPGA tool and synthesized for 45 nm TSMC standard-cell library for performance assessment. An unbalanced three- phase system might be decomposed to three balanced symmetric three- phase system, i.e., the zero sequence, positive sequence, and negative sequence. The Three-phase system considered in this particular analysis can be a three-wire connection system without neutral point connection. Consequently, the zero sequences from the present will be zero, is also true for individuals voltages. To get rid of the dependence of power consumption to operating frequency the normalized power metric is offered. Precision from the is a result of Architectures I and II were tested with different values of  $L$  by utilizing average percentage error and peak signal to noise ratio (PSNR) as figures of merit. No supply of intrinsic computation error exists, for example rounding-off and truncation. Therefore, area consuming hardware multipliers aren't necessary.

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